100044/7 .040502

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PSI3 AND PSI3bis TOGETHER FORM A CONSISTENT SET

MESSAGES
INFORMATION
JF SYSTEM
SETS (
CONSISTENT

CONSISTENT SET/ MESSAGE TYPE(s) CHANNEL PSIZ PBCCH 1-8 PSIZ CHANGE MARK PSI OR SI INDEX PARAMETER PRAMETER PROCH 1-8 PSIZ CHANGE MARK PSIZ INDEX PSIZ COUNT PSIZ CHANGE MARK PSIZ INDEX PSIZ COUNT PSIZ CHANGE MARK PSIZ INDEX PSIZ COUNT PSIZ CHANGE MARK PSIZ CHANGE MARK PSIZ INDEX PSIZ COUNT
BROADCAST NUMBER OF PSI OR SI CHANGE MARK CHANNEL 1-8 PSIZ CHANGE MARK PBCCH 1-16 PSI3 CHANGE MARK PBCCH 1-16 PSI3 CHANGE MARK PBCCH 0-8 PSI4 CHANGE MARK PBCCH 0-8 PSI5 CHANGE MARK
BROADCAST CHANNEL PECCH
BROADCAST CHANNEL PECCH
CONSISTENT SET/ MESSAGE TYPE(s) PSI2 PSI3 PSI3 bis PSI4 PSI4

FIG.2

OPTIONAL MESSAGES

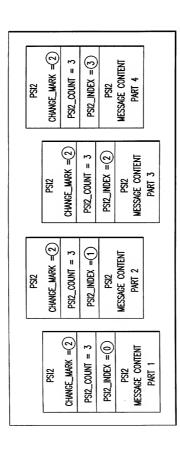


FIG.3

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```
<Received Unknown PSI Message List: <Unknown PSI Message List struct >>
                                    <GLOBAL_TFI: <Global TFI E > >
<PSCCH_CHANGE_MARK: bit (3) >
<Received PSI Message List: <PSI Message List struct >>
<Packet PSI Status message content> ::=
                                                                                                                                                                                                                                                                                                                                    < PSIX_CHANGE_MARK: bit (2) >
                                                                                                                                                                                                                                                                                                                                                                         {0 | 1 < PSIX_COUNT: bit (4) >
                                                                                                                                                                                                                                                        <PSI Message List struct> ::=
                                                                                                                                                                                                                                                                                             { 1 < MESSAGE_TYPE: bit (6) >
                                                                                                                                                                        padding bits >:
```

<Instance bitmap: bit(val (PSIX\_COUNT) + 1)>}}\*\*0

<ADDITIONAL\_MSG\_TYPE: bit >: